

NAVAL SHARMA

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Career Objective

Computer Science graduate eager to apply technical skills and problem-solving abilities in a dynamic team environment. Committed to continuous learning and contributing to innovative projects.

Technical Skills

Programming Language: Basic knowledge of C, C++, Python.

AWS Services: EC2, S3, Auto Scaling, Cloud Watch, VPC, SNS.

Operating System: Basic knowledge of Linux.

Software Tools: Figma, Spline, Framer.

Others: UI/UX design, Design Thinking.

Projects

- **Password Manager** | *Python, Tkinter, MySQL*

Created an intuitive password manager with a user-friendly Tkinter interface. Implemented secure storage and retrieval of password using MySQL.

- **Static Website Development and Deployment** | *AWS S3*

Developed and deployed a static website using AWS S3. Implemented a straightforward approach for deploying and managing website content.

- **Serverless Image Resizing Application** | *AWS S3 and Lambda*

Developed a serverless image resizing application using AWS S3 and AWS Lambda. Implemented automatic image processing and resizing triggered by S3 events for scalable and efficient management.

- **SwayZest – Smart Vending Machine Concept** | *Figma, Design Thinking*

Designed a conceptual vending machine interface focused on clear navigation, pricing clarity, and smoother user flow.

Training & Certification

- Certified in UI/UX design by Internshala Trainings.
- Certified in UX by Accenture digital skills.
- Certified in Cloud Computing by SKdafts.
- Certified in Python by SKdafts
- Certified Badge in Model Studio by SAS.
- IBM Practitioner Design Thinking Badge.

Education

Master of Computer Application- AIML

2025-2027

Dr Virendra Swarup Institute of Computer Studies
Affiliated to CSJM University

Bachelor Of Computer Application

2022-2025

Dr Virendra Swarup Institute of Computer Studies
Affiliated to CSJM University

CGPA 8.47

Hackathon Experience

- **HackWithUP (State-Level Hackathon) — UI/UX Designer**

Collaborated in a 4-member team to design an EdTech platform enabling students to share handwritten notes, rate lectures, and engage through a community feature. Contributed to interface design, user flow structuring, and overall visual consistency.